

FILTERING FOR SPATIAL AUDIO RENDERING

Abstract of the Disclosure

In one embodiment, spatial audio rendering is achieved by dividing a digitally formatted audio signal into a plurality of time-overlapping windows. The windows may be converted into the frequency domain. Frequency-domain
5 windows are stored in respective cyclical buffers. Windows corresponding to identified reverberation paths are selected and processed (e.g., filtered) according to the characteristics of the respective reverberation path. Processed frequency-domain windows are accumulated and
10 transformed back to the time domain. In one embodiment, head-related transfer functions (HRTFs) are imposed on the frequency-domain windows as a component of the processing.